

WHAT IS CLAIMED IS:

1. A method for simulating a joystick of a computer by means of a portable electronic device, comprising the step of in response to interconnecting the portable electronic device and the computer under a current connecting mode
5 and receiving a confirmation instruction for activating a joystick simulation, causing the portable electronic device to perform the steps of:

determining whether the portable electronic device is connecting to the computer under one of other predetermined connecting modes;

terminating the current connecting mode if the determination is positive;

10 initializing the communication interface and sending a joystick ID to the computer; and

setting a plurality of keys on a keypad of the portable electronic device as a plurality of game keys and a game interrupt key so as to finish the interconnection between the portable electronic device and the computer and
15 the setting in simulating the portable electronic device as an associated joystick of the computer.

2. The method of claim 1, further comprising the step of initializing the communication interface based on a protocol set up between the portable electronic device and the computer if the determination whether the portable
20 electronic device is connecting to the computer under one of other predetermined connecting modes is negative.

3. The method of claim 2, wherein in response to setting the plurality of keys on the keypad of the portable electronic device as a plurality of game keys and a game interrupt key, a pressing of a functional key of the keys will issue a
25 pressing signal and will cause the portable electronic device to perform the steps of:

reading the pressing signal;

determining a source of the pressing signal;

in response to determining the pressing signal is issued by pressing the functional key, determining whether the functional key has been set as one of the plurality of game keys; and

5 sending a data package associated with the pressing signal to the computer prior to reading a pressing signal issued by pressing another functional key of the keys if the determination whether the functional key has been set as one of the plurality of game keys is positive.

4. The method of claim 3, further comprising the step of determining whether
10 the functional key has been set as the game interrupt key if the determination whether the functional key has been set as one of the plurality of game keys is negative.

5. The method of claim 4, further comprising the steps of terminating the interconnection between the portable electronic device and the computer and
15 returning to the previous connecting mode interconnected the portable electronic device and the computer if the determination whether the functional key has been set as the game interrupt key is positive.

6. An apparatus for simulating a joystick of a computer, comprising:

20 a portable electronic device for terminating a predetermined connection to the computer and starting joystick simulation connection and setting in response to receiving a confirmation instruction for activating a joystick simulation; and

 a communication interface interconnected the portable electronic device and the computer for communicating signals therebetween,

 wherein in response to receiving the confirmation instruction and
25 terminating the interconnection between the portable electronic device and the computer, the portable electronic device initializes the communication interface, sends a joystick ID to the computer, and sets a plurality of keys on a keypad of

the portable electronic device as a plurality of game keys and a game interrupt key.

7. The apparatus of claim 6, wherein the portable electronic device is a PDA (Personal Digital Assistant).

5 8. The apparatus of claim 6, wherein the portable electronic device is a mobile phone.

9. The apparatus of claim 6, wherein the communication interface is a transmission line.

10 10. The apparatus of claim 6, wherein the communication interface is a wireless communication element.